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Lively Assemblages and New Material Configurations:
How to Rethink the Technological Artifacts into a Posthuman Perspective

ABSTRACT

Adopting a Posthuman perspective, my inquire aims to reconfigure objects, things, and materials as 'Lively assemblages' to grasp the vibrant multilayered relationship that interweaves Human/NonHuman entities.

In this regard, the notion of Technological Artifact will be the split screen to explore how the ongoing 'turn to matter' marks the passage from the object as 'social construction' to the matter as 'social production'. It goes without saying that, the lively assemblages – as diffractive apparatuses – not only are part of the matter of the world but this matter emerges, leads and reshapes perception, action, and thought.

In order to intercept the crucial paradigms that trigger the lively and vital ripple effect of the matter, it will be compared the 'Meshwork Network' by Tim Ingold with the 'Agential Reality' by Karen Barad. The critical comparison between these two intriguing models constitutes the main speculative scheme to understand how material processes emerge throughout, within, and alongside Human/NonHuman interactions.

First off, starting from the concept of 'material' – as reframed by Tim Ingold – it will be possible to describe the ontological shift which gives rise to the slippage from the 'material world' to the 'world of materials'. Secondly, it will be dealt with the creative complexity that surrounds the notion of 'matter' as reconstructed by Barad's Agential Reality.

Based on these premises, I start to argue that the lively 'assemblages' are material configurations because they reshape the system Human/NonHuman as an open-ended domain. That is to say that, the dynamical relationship between Ego, NonHuman, Alter, Human being will be conceived as a network of meaning and properties that move on a reticular flow. On the whole – I put forth the idea that Technological Artifact can be adopted as a 'paradigm shift' into a Posthuman perspective, if and only if:

1) The technological artifact is more than a tool; 2) More than a representation; 3) More than a mind projection; 4) More than a social construction.

But the question still runs unnoticed: What exactly is 'material' into a posthuman perspective? And how does 'lively assemblage' is made?

The attempt of my presentation is to put together answers to these two questions. The discussion will be developed around the following Technological Artifacts:

1. The first pair of shapes refers to the **Pepper Robot** and the **Harmony Gynoid**;

2. The second one indicates the operative applications inside the domestic sphere. More in detail, the second picture shows an additional variation in said field: the **Gatebox** is, as a matter of fact, an interactive and customizable device;

3. The third pair revokes **augmented reality devices**, here the black monolith becomes a place of hypertextual and visual practices.

Keywords: Meshwork Network, Lines of Growth, Entanglement, Assemblage, Matter comes to Matter.